



DOGS OF HADES

Harpies!

One Sheet



Harpies!

When Man was allowed to set foot on her garden world, Athena still kept many areas for herself. In this wilderness monsters and wild animals live free and man is not welcome. If a human intrudes he will inevitably be killed by those monsters. Sending armies only makes it worse, for each hoplite sent, the number of monsters grows exponentially. Smaller groups of men occasionally make sorties into the wilderness, usually to catch a monster for the circuses or theatres, but they have to be quick about it. It's as if the monsters can feel the presence of intruders.

In the scenario below the PCs will probably have a couple of hours before the really dangerous monsters such as minotaurs or cyclopes start showing up. But make sure that any Athenian character is aware that more monsters will inevitably come. They always do.

Summary

Welcome to the [Garden of Athena](#), a Savage realm of [Suzerain](#). More than 'Spartans in space' this is a setting of inter-planetary politics and double-dealing in the style of Frank Herbert's *Dune*.

The son of a nobleman has been snatched by harpies and the PCs need to get him (or at least his corpse) back.

Hooks

The PCs could be related to any one of the children in this scenario. Or they could simply be passing by and be moved by the plight of the farmers and servants.

Scene 1: Lost Boys

This scene takes place near *Shepherd's Rest*, a large farming villa. Thousands of such villas lie in the fertile farmlands controlled by the city state of Methone. Even if much of the food consumed on Athens is imported from the colonies, the Athenians still produce a lot of high quality produce locally.

Shepherd's Rest is owned by Demetrius, an influential and extremely rich aristocrat from Methone. He makes his money in the armament business and the villa is kept purely as a retreat for his family, a place he can send his many children when he gets tired of them interfering with his important business. Right

now it's his youngest son, Zotikos, who is enjoying some time at the villa.

Suddenly a boy and a girl, both about nine or ten, come sprinting into the villa's courtyard. They are crying and trying to explain something to the farmers and slaves who are there. Seconds later, Zotikos' nanny comes running out, starts shaking the kids, and adds to all the screaming.

It won't take the PCs long to figure out what has happened:

The two servant kids and Zotikos had been playing in one of the distant fields that borders up to the forbidden lands where the monsters roam. Playing in such a dangerous place would already have gotten the kids in trouble, but they challenged fate further.

They had dared each other to go further and further across the marked border between the land granted by Athena to mankind, and that which she kept for herself. And Zotikos had to prove how brave he was, so he went further than the others and stayed there longer. Too long. Two black harpies came out of the sky and snatched him away before he could run back to safety.

It's well known among the locals that the harpies live along a rocky cliff only a few kilometers from the border. Harpies are renowned for their tendency to play with their food before eating, so there might still be a chance, at least for a couple of hours. Even if they can't get him alive, the chance of giving him a proper funeral is well worth the risk.

Scene 2: No Man's Land

The distant field where the incident happened has long since been abandoned. No need to provoke the monsters of Athena's garden more than necessary. Now that *Shepherd's Rest* is no longer really a vital farm, but just a side project, many of the areas bordering the wilderness have been left as a sort of no man's land.

At the edge of the field is a sign that warns about monsters. Beneath the sign is a detailed drawing showing the area from above and the borders between monsters' wilderness and man's land.

If the rumors of the locals are true, then the harpies live just behind a ridge of wood-clad hills, on a set of hard-to-reach cliffs next to a river.

As the PCs begin their rescue journey they see three wooden spears standing in the tall grasses. On every spear is a piece of cloth with a child's name. The one furthest away says "Zotikos".

Make sure at this point to play on the fact that the PCs are trespassing on Athena's land. It's not something Athenian characters should take lightly. Barbarians or characters with a colonial background might not understand exactly what all the fuss is about.

At a suitable point you should have the PCs notice a massive humanoid shadow among some trees nearby. Have all characters roll a Guts roll. Those who fail gets tricked by their mind and think it's a minotaur come to kill them.

In reality it's an old bear, and while he's not happy about the intrusion, he prefers to scare the PCs away rather than fight.

Scene 3: Feathered Bitches

The cliff caves where the harpies live are very hard to get to - for anyone without wings. To get close you either have to rappel down from the top (Climbing +2, but only limited maneuverability) or climb from the side along a very narrow ledge (Climbing, failure result in a fall). Characters falling off the cliff will fall into a shallow river taking 4d6 points of damage.

The harpies will flutter in and out of the many caves on the cliff side (most of them too small to hold a boy), screaming and provoking the rescuers angrily. At first there will be only two harpies, but after 5 rounds another harpy appears out of one of the caves.

From inside one of the caves Zotikos cries out when he hears fighting, and he will immediately try to climb out to meet the PCs if the harpies are distracted for long enough.

Once the first three harpies are defeated the PCs will have a few moments to get their breath back. If they already have Zotikos in their hands, it might be a very good time to get back to human lands.

Give them signs that staying is a bad idea: sounds of minotaur roars in the distance, trees moving as a cyclops gets nearer, or the sound of centaur hooves. Athenian characters should be well aware that dying while trespassing on Athena's lands carries no honor and should be avoided.

If the PCs hesitate for too long have the cliffs begin to spew out harpies as if they've been hiding in the dark crevasses all along (two harpies per human present). If one is killed, a new one will emerge from the cliffs.

Really... it's time to run...

The chase back to the border could be run as a chase scene, but make sure to give the PCs a fair chance. The harpies are neither the fastest nor most elegant flyers and will be easily hindered by trees or narrow passages.

As soon as the PCs reach the border any monsters will stop chasing them.

Aftermath

If the young couple manages to get married, the two rival families will be forced to talk or risk losing even more face. A couple of months later the PCs will be invited to an official wedding with all the glory worthy of such high society families.

If the PCs save Zotikos he will plead for them not to tell his father anything about the whole affair when he comes to the villa the next day.

If the PCs tell the story honestly they will get a handsome reward each (at least 500 drachmas) and then he'll have the two farmer kids and the nanny flogged while Zotikos watches.

If the PCs don't tell the story or if they fabricate another, they will get a lot of quiet thanks from the nanny and everyone else at the villa. Each PC starts the next scenario with an additional Karma from the good vibes.

Large Bear

Attributes: Agility d6, Smarts d6(A), Spirit d8, Strength d12+4, Vigor d12

Skills: Climbing d6, Fighting d8, Guts d10, Notice d8, Stealth d6, Swim d6

Pace 8 Parry 6 Toughness 10 Pulse 10

Special Abilities

- **Bear Hug:** If a bear hits with a Raise it has pinned its opponent who may only escape with a Raise on an opposed Strength roll. While pinned the bear gets +4 to hit its opponent.
- **Claws:** (**Damage:** Str+d6)
- **Size+2:** It's a big old bear, over 8' tall.



Harpy

Attributes: Agility d8, Smarts d8(A?), Spirit d8, Strength d8, Vigor d8

Skills: Climbing d8, Fighting d8, Guts d6, Notice d10, Stealth d10, Taunt d8, Throwing d8

Pace 3 Parry 8(2) Toughness 5 Pulse 10

Special Abilities

- **Flight:** (Pace 12 Climb 4) or half this speed if carrying 5xStr or more.
- **Size -1:** A harpy is the size of a child and weighs very little.
- **Claws:** (**Damage:** Str+d6, AP 4)
- **Swoop:** A harpy's favorite attack is a swoop followed by a solid grapple - it gets +4 to hit when performing this type of attack from at least 6 inches above the target.
- **Iron Grip:** If a harpy makes a successful grapple on a person or object it can lock its claws in place with incredible force: the harpy is considered to have Strength d12+2 when grappling.
- **Stunning Shriek:** The harpy may expend 2 Pulse to let out a paralyzing shriek in a Cone Template. All creatures under the Cone Template must make a Spirit roll at -2 or be Shaken.
- **Flutter:** As long as they are airborne, harpies are difficult to hit (+2 Parry) due to their irregular flight pattern.



Zotikos, Son of Demetrius

Attributes: Agility d6, Smarts d4, Strength d4, Spirit d6, Vigor d4

Skills: Climbing d8, Fighting d4, Guts d6, Stealth d6

Pace 6 Parry 6 Toughness 3 Pulse 10

Hindrances: Overconfident, Stubborn, Small, Young

Credits

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